SCRIPT VERSION 2.0

Board Park Introduction

P.O.V. merges seamlessly with the FMV and the camera flies around LEGO Island, highlighting some of the main characters (waving animations, ect) and showing vehicles driving around. Finally reaching the Skateboard Park, the camera zooms down onto Pepper, who is performing a series of tricks. After a short trick run, Pepper is left travelling towards the exit and player is given control.

Pepper speaks when the user is given control.

File #	Type	Location	Character	Animation	Line
	O.V.	Skateboard Park	Pepper	Player Control Starts	**"Way cool! I can stay and play or I can take the exit and see what's up downtown."**
	SFX		Skateboard		Low vol. of Skateboard wheels on surface SFX over theme music mix

If the player chooses to stay in the Skateboard Park, every x amount of seconds (10+): Pepper delivers the next throwaway line as the player successfully skateboards about. Repeat sequence.

File #	Type	Location	Character	Animation	Line
	O.V.	Skateboard Park	Pepper	Player Control	**"Am I pfat and gnarly or what?"**
	O.V.	Skateboard Park	Pepper	Player Control	**"Alley Oop, Dude!"**
	O.V.	Skateboard Park	Pepper	Player Control	**"Excellent move, if I do say so myself"**
	O.V.	Skateboard Park	Pepper	Player Control	**"Yesssssssss! Here we go!"**
	O.V.	Skateboard Park	Pepper	Player Control	**"Whoa. Hot or what? Yes, I am Pepper!"**
	O.V.	Skateboard Park	Pepper	Player Control	**"Wicked move! Check it out!"**
	O.V.	Skateboard Park	Pepper	Player Control	**" Oh, the Pepper-man can"**
	O.V.	Park	Pepper	Player	**"(laughs)"**
	O.V.	Skateboard	Pepper	Player	**"Really wheely!"**
	O.V.	Park	Pepper	Control	**"Ouch! I'm good!"**
	O.V.	Skateboard	Pepper	Player	**"Way cool!"**

	O.V.	Skateboard Park	Pepper	Player Control	**"(Laughs)Extreme!"**
	O.V.	Skateboard Park	Pepper	Player Control	**"Smoooth. Totally smooth."**
	O.V.	Skateboard Park	Pepper	Player Control	**"(Whistles)"**
	O.V.	Skateboard Park	Pepper	Player Control	**"Fresh!"**

If the player crashes or bumps into a wall or an obstacle, every now and then, Pepper will deliver these lines in sequence and then repeat from the first line.

File #	Type	Location	Character	Animation	Line
	SFX	Skateboard Park	Skateboard & object	Player Control	Low vol. of **"bump"** and **"scratch"** against a surface SFX over music.

File #	Type	Location	Character	Animation	Line
	O.V.	Skateboard Park	Pepper	Player Control Bumps into an obstacle	**"Ouch! No problem."**
	O.V.	Skateboard Park	Pepper	Player Control Bumps into an obstacle	**"Bummer bumper business."**
	O.V.	Skateboard Park	Pepper	Player Control Bumps into an obstacle	**"Scratchy-oops."**
	O.V.	Skateboard Park	Pepper	Player Control Bumps into an obstacle	**"I'm o.k. No prob."**
	O.V.	Skateboard Park	Pepper	Player Control Bumps into an obstacle	**"Ouch! No problem."**
	O.V.	Park	Pepper	bumps	**"Didn't see that one coming"**

B Infomaniac Introduction

Once Pepper leaves the Skateboard Park, the cut-scene takes over. The Infomaniac appears and Pepper skids to a stop in front of him.

File #	Type	Location	Character	Animation	Line
	O.V.	Exit of Skateboard Park	Infomaniac	Infomaniac Removes hat and bows as Pepper skids to a stop in front.	**"Well, knock me over and call me de-constructed! If it isn't Pepper, the Dude with the Food. Listen, I've got good news and I've got better news. Which would you like to hear first?"**
	O.V.	Exit of Skateboard Park	Pepper	Pepper pulls the headset away from his ears and it snaps back	**"I'm all ears."**
	O.V.	Exit of Skateboard Park	Infomaniac	Infomaniac dramatically gestures with out-stretched arms. He raises his arms, spins his hands and in a puff of smoke a stack of pizzas appear in his arms.	**"The good citizens of LEGO Island are donating** (clears throat and does a game show host 'Motor Mouth' parody) **Your New home! Yes, each citizen will contribute a sturdy new LEGO brick but first you must deliver…** (clock ticking sfx) **these delicious pizzas from Papa to the good people of LEGO Island! That's one per resident. Good luck."**
	O.V.	Exit of Skateboard Park	Pepper	Pepper skates in a circle around the Infomaniac. He accepts the pizza and control is back in the player's hands.	**"WOW! I mean, thank you, sir. I'm on it"**

B Character Introductions

Each time Pepper visits someone new, the appropriate character introduction is used.

Nick Brick-Police Station

Laura Brick-Police Station

Mama Brickolini – Pizzeria
Papa Brickolini – Pizzeria
Nurse Richards – Hospital
Alfred Alert – Res-Q Center
Bill Ding – Garage
DJ – Radio Station

TBD

Static Models
Skateboard Park
Animated Models
N/A
Characters
Pepper

Peppers home construction pages
Each time after Pepper visits someone new, the camera cuts to a small cut-scene, showing the bricks in on the plot of land.

Static Models
House Foundations
Animated Models
House Bricks
Characters
N/A

Pepper says "Hi" to major characters by name so the player can learn who they are.

When Pepper meets up with Nick…

File #	Type	Location	Character	Animation	Line
	O.V.	Police Station	Pepper		**"Hiya Nick! I mean, Officer Nick Brick!**
	O.V.	Police Station	Nick	Nick stands to attention and salutes 3 times.	**"I salute you, Pepper and I double salute your pizza. Duty, honor and good sauce. Here-here and here's a brick."**

When Pepper meets up with Laura…

File #	Type	Location	Character	Animation	Line
	O.V.	Police Station	Pepper		**" Hello Laura, Officer Laura Brick, that is…"**
	O.V.	Police Station	Laura	Laura raises arms	**"10:4, good buddy and you sure do know how to protect and serve…protect and serve good pizza, that is! Have a brick."**

When Pepper meets up with Mama…

File #	Type	Location	Character	Animation	Line
	O.V.	Pizzeria	Pepper		" Hiya Mama Brickolini!"
	O.V.	Pizzeria	Mama	Mama's at the piano	"Ah, Pepper. I would sing you a song but I'm still looking for a work that rhymes with Pizza. I could hum a song, I suppose. Hummmm. Now, what rhymes with brick?"

When Pepper meets up with Papa…

File #	Type	Location	Character	Animation	Line
	O.V.	Pizzeria	Pepper		" What-up, Papa Brickolini?"
	O.V.	Pizzeria	Papa	Dances about, stops and holds tummy.	"Always a warm spot in my heart when I see you, Pepper…or is that gas? No, I kid- It's you! Have a brick."

When Pepper meets up with Nurse Richards…

File #	Type	Location	Character	Animation	Line
	O.V.	Hospital	Pepper		"Delivery for Nurse Richards."
	O.V.	Hospital	Nurse Richards		"You're looking good, Pepper but I've got to say, the Pizza looks even better! Take a brick and call me in the morning."

When Pepper meets up with Alfred Alert…

File #	Type	Location	Character	Animation	Line
	O.V.	Res-Q	Pepper		"Greetings Alfred Alert. Pepper coming at ya."
	O.V.	Res-Q Center	Alfred Alert		"Just in time, Pepper! The pizza is a life savor. Hunger: over. Brick's on."

When Pepper meets up with Technician Bob…

File #	Type	Location	Character	Animation	Line
	O.V.	Space port	Pepper		"Hi Bob. Pizza's for you!"
	O.V.	Air/space port	Technician Bob		"Pepper, cool…pizza even cooler! All system are go! Have a brick."

When Pepper meets up with Bill Ding…

File #	Type	Location	Character	Animation	Line
	O.V.	Garage	Pepper		"Hi Pizza here."
	O.V.	Garage	Bill Ding		"Wassup, Pepper, Bill Ding here and hey, I just got it. Ha-hah: That's funny! Bill Ding. That's my name and this bricks for you."

When Pepper meets up with DJ…

File #	Type	Location	Character	Animation	Line
	O.V.	Radio Center	Pepper		**"The dude with the food is here, DJ man."**
	O.V.	Radio Center	DJ		**"And were here with Pepper. The temperature is a warm 23 degrees centigrade, the pizza is hot and Pepper is so hot, he's cool and this brick is for you."**

L Peppers home construction stages

Each time Pepper visits someone new, the camera cuts to a small cut-scene, showing the bricks whirl in the plot of land.
Voice Over only of the Infomaniac commenting on the new brick arrival…

File #	Type	Location	Character	Animation	Line
	O.V. ONLY	Site where building is taking place	Infomaniac	Each time bricks whirl in on the plot of land. 1 line each time and repeat sequence.	**1. "Ha! Brick by Brick!"** **2. "Perks for a pal, Pepper"** **3. "Tricky Bricky, one more time"** **4. "You'll have a home in no time, care of your neighbors and friends."** **5. "Yippee!"**

B Phone call in Peppers house

As soon as Pepper walks through the front door of his new house, the cut-scene takes over. Pepper walks in and looks around in awe! The camera pans around from a first person view, scanning over the room highlighting the Bed, the Trophy Shelf, and the Computer Desk! The phone rings (next to the bed) and the camera quickly pans back to look at the source of the noise. The camera cuts to a third person view and Pepper walks over to answers the phone/Split screen/zig-zag…

File #	Type	Location	Character	Animation	Line
	SFX O.V.	Split screen Papa's in the pizzeria and Pepper's at home.	Phone Pepper	Split diagonal screen: Papa and Pepper	**RRRRRrrrrrrrrrrrrrrrring** **"Yellow"**

File #	Type	Location	Character	Animation	Line
	O.V.	Split screen Papa's in pizzeria and Pepper's in his new home.	Papa	Split screen	**"Pepper, my very good friend, you did such a fine job today, yes, such a fine, fine, super fine job. Yes siree."**

File #	Type	Location	Character	Animation	Line
	O.V.	Split screen	Pepper	Split screen	**"O.K. so what do you want me to do now, Papa."**

File #	Type	Location	Character	Animation	Line
	O.V.	Split screen Papa's in pizzeria and Pepper's in his new home.	Papa	Split screen	**"Just-uh- one more teeny eeny weenie pizza delivery job. I need you at the Pizzeria, Pepper, o.k.?"**

File #	Type	Location	Character	Animation	Line
	O.V.	Split screen Papa's in pizzeria and Pepper's in his new home.	Pepper	Split screen as Pepper hands up…	**" You got it, Papa 'cause I'm the Dude with the Food and I'm on my way!"**

File #	Type	Location	Character	Animation	Line
	O.V.	Split screen Papa's in pizzeria and Pepper's in his new home.	Papa	Split screen as Papa hangs up…	**" Attssa my boy"**

Pepper puts the phone down and control returns to the player.

Static Models
Inside Pepper's Home
Inside Pizzeria

Animated Models
Phone

Characters
Pepper
Papa Brickolini

B Arrive pizzeria

Once Pepper reaches the Pizzeria, control is taken and Pepper steps up to receive his final pizza of the day! Both Papa and Mama can be seen in the frame, Papa spinning the Pizza and Mama playing her keyboard.
The camera zooms in on Papa:

File #	Type	Location	Character	Animation	Line
	O.V.	Pizzeria	Papa	Papa is spinning pizza and dancing…	**" Ah, Pepper! , You're here. That's uh-cool, as you say, because this pizza's hot and it's got to go to jail..for the Brickster- Yeeow! hot, hot, hot…"**

File #	Type	Location	Character	Animation	Line
	O.V.	Pizzeria	Mama	Mama's at the keyboard…	**" But not too hot. Only one chili. It's not papa's hotsy totsy supreme hot pizza times two that can melt most anything…no, this is cooler because it is for the Brickster, Pepper, so you be careful!"**

File #	Type	Location	Character	Animation	Line
	O.V.	Pizzeria	Pepper	Grabs pizza and hot dogs out…	**" I hear that one, Mama. He won't trick me again!"**

File #	Type	Location	Character	Animation	Line
	O.V.	Pizzeria	Papa	Papa still spinning a new pizza, shouts out to Pepper	**" Hey! Don't forget to get paid now! And don't forget to smile so you'll get a tip."**

The camera cuts back to the third person and player resumes.

Static Models
Pizzeria
Animated Models
Pizza

Characters
Pepper
Papa Brickolini
Mama Brickolini

A Jail break-Info Center-Page Dispersal-Brick Bot Summoning

As Pepper reaches the jail, the cut scene takes over and the camera cuts to show Pepper positioned in front of the jail, looking into the smirking face of the Brickster.

File #	Type	Location	Character	Animation	Line
	O.V.	Jail	Brickster	Pacing in his cell with dramatic moves.	**"Well, today's square meal looks kind-a round. Pass the pizza, pronto, Pepper and try saying that five times real fast. I hope it's a pepperoni pizza with extra keys..hahaha. Hey, c'mon- that's funny. Extra keys, ha! "**

Cut to a close up of the pizza exchange.

File #	Type	Location	Character	Animation	Line
	O.V.	Outside of Jail	Pepper		**"Yeah- it's funny alright but don't you try anything *funny*. "**

Pepper slowly hands the pizza over…SNATCH!

File #	Type	Location	Character	Animation	Line
	O.V.	Inside Jail	Brickster	in his cell	**"Only one chili, hmmm. Now that is funny. Not the "Ha-Ha" kind of funny but the "Gee, that's interesting" kind of funny"**

File #	Type	Location	Character	Animation	Line
	O.V.	Outside Jail	Pepper		**"Funny because…?"**

File #	Type	Location	Character	Animation	Line
	O.V.	Inside Jail	Brickster	in his cell	**"Because all I needed was one small chili for my patented Brickster Dragon breath."**

File #	Type	Location	Character	Animation	Line
	O.V.	Outside Jail	Pepper		**"I'm not following you, Brickster. "**

Camera slowly tracks upwards as the Brickster reveals toppings saved under his hat…

File #	Type	Location	Character	Animation	Line
	O.V.	Inside Jail	Brickster	in his cell	**"You will in a minute. Hehehehee. Watch dis…A dash of jalepeno, a touch of anchovy, a little of dis, a little of dat and viola! Step back and watch a pro blow! "**

The camera pans back to show Pepper, startled at the situation…

File #	Type	Location	Character	Animation	Line
	O.V.	Outside Jail	Pepper		**"uh-oh "**

The camera cuts behind the Brickster head, showing Pepper and the jail door in the frame. The Brickster begins stuffing the pizza and extra toppings into his mouth, chewing away frantically. Pepper is seen taking a few steps backwards. The Brickster cheeks start to glow red and without warning, a blot of flame shoots out his mouth, melting the lock on the jail. Pepper stands at bay, astonished at the Brickster's cunning plan. After pausing for a breather the Brickster starts laughing maniacally, then jumps into the Police Chopper next to the jail and takes off in the direction of the Information Center. The camera does a final pan of the empty jail and Pepper's shocked face, before rising up and following the Brickster in his new found transport. As the Brickster makes a B-line for the Information Center, the camera follows closely behind, emphasizing the scrappy piloting.	**A**

File #	Type	Location	Character	Animation	Line
	O.V.	In helicopter	Brickster	Turning towards camera	**"See ya later, brickulator "**

The camera cuts back to Pepper, staring up and shaking his hand in the air…

File #	Type	Location	Character	Animation	Line
	O.V.	Outside Jail	Pepper	Looking up	**"Hey! Wait! You didn't pay for your pizza! "**

The camera cuts to the front of the Chopper, looking at the Brickster who is downing glasses of water, to try and cool his burning mouth.

After cutting back to the chase cam, the Chopper is seen landing on the roof of the Information Center. The Brickster jumps out and down to the front door.

The camera cuts to the inside of the Information Center, looking across the room at the Infomaniac asleep in a chair, with the Constructopedia open on his lap! The Brickster tip-toes into the frame and is seen heading towards the Infomaniac. The Brickster turns And winks at the audience and puts his hand up to his mouth

File #	Type	Location	Character	Animation	Line
	O.V.	Info Cntr	Brickster	Holding hand to mouth and tip-toeing	**"ShhhhhhhhHhh "**
			Infomaniac	Sleeping	**"ZZZZZZZ(snore)"**

The camera cuts to a side on view of the Infomaniac and the Brickster, now face to face. Chuckling quietly to himself, the Brickster reaches out and carefully takes the Constructopedia from the sleeping Infomaniac.

The camera cuts back to view the whole room again and can't resist but break into a run as he tip-toe's towards the exit, breaking into laughter. The Infomaniac jumps up startled, just in time to see a figure disappear out of the door. Panicking, he glances around puzzled:

File #	Type	Location	Character	Animation	Line
	O.V.	Info Cntr.	Infomaniac		**"What tha…well, who, what, where, and why? "**

The Infomaniac leaps to his feet and heads for the door. The camera cuts to a view outside, looking up at the roof of the Information Center. The Infomaniac appears and looks up in horror!
The camera tracks up to see the Brickster on top of the roof, holding the book high in the air:

File #	Type	Location	Character	Animation	Line
	O.V.	On the roof of the Info Cntr.	Brickster	Holding the book high in the air	**"The Brickster is ready for some tricks, sir. The Constructopedia is mine! Heheheh- all mine! Mine! Mine! "**

Cackling madly, the Brickster begins tearing pages out of the book and throwing them to the wind. Once all of the pages have been removed, the Brickster throws the empty shell of the book down and the camera follows it as it lands at the Infomaniac's feet! The camera pans

back to see the whole of the Infomaniac. Looking sadly at the empty book, the Infomaniac retorts.

File #	Type	Location	Character	Animation	Line
	O.V.	Info Cntr	Infomaniac	Looking sullen	**"This is terrible! Yikes and cripes, oh woe is me- woe to all of us! It is a sad day today on LEGO Island. "**

The camera cuts back to the Brickster.

File #	Type	Location	Character	Animation	Line
	O.V.	On the roof of the Info Cntr.	Brickster	Dancing about as a victory dance	**"Nah-I couldn't have written a better day.** (a-hem) **I now hereby summon the Brick-Bots of Ogel! (clap-clap-clap) "**

Laughing hysterically, the Brickster raises his hands into the air and claps three times.

The camera cuts to a view further away, showing the Information Center and the surrounding land. Flash, Bang! Out of nowhere, Brick-Bots start raining down around the Information Center, landing in various amusing ways. Before giving a final wave to the Infomaniac, the Brickster fly's off into the distance, laughing all the way. Just as his feet leave the roof, the Information Center begins to deconstruct, disappearing into the wind.

The camera cuts back to Pepper now standing beside the Infomaniac and play resumes.

Static Models
Jail
Information Centre
Animated Models
Jail Door
Police Chopper
Pizza
Constructopedia
Constructopedia Pages
Characters
Pepper
The Brickster
Infomaniac
Brick-Bots

***C* Infomaniac asks for Pepper to retrieve the pages**
After the Brickster has disappeared into the distance, the camera cuts to show both Pepper and the Infomaniac.

File #	Type	Location	Character	Animation	Line
	O.V.	Remains of the Info Cntr.	Infomaniac	pacing	**"We need a fast-thinking, smart-acting, brave clean and reverent hero to save the day. Pepper, what are you doing?"**

File #	Type	Location	Character	Animation	Line
	O.V.	Near Infomaniac	Pepper		**"My best!"**

File #	Type	Location	Character	Animation	Line
	O.V.	Remains of the Info Cntr.	Infomaniac	Dramatic gestures	**"That's all we can ask for and here's what we need: One: Find the pages that are now gone! Two: Rebuild the Island Three: Get ready and Four: Go, man, go."**

The camera cuts back to third person and play resumes.

File #	Type	Location	Character	Animation	Line
	O.V. Only. Shouting from a distance	N/A	Infomaniac	N/A	**" Watch out for the Brick-Bots…"**

Static Models N\A **Animated Models** N\A **Characters** Pepper Infomaniac	**C**
1. Looking for the pages	
2. Building reconstruction (one each)	**L**
3. Brick Bot Encounters	
4. Whack-a-bot intro/outro/activity	**I**

Pages to these sites need to be found to rebuild:
Info. Center, Hospital, Res-Q Center, Peppers' House,

Skateboard Park, 2 houses and 1 shop

Every character (10) should have a response (clues) to where the loose pages may have landed or are hidden.

Questions: Will they be hidden in the same place each time?

Recommend 2 locations for replay-ability.

I've left a _____space for the proper location to be filled in c/o the designer

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Pepper says Hi to characters so that the player learns who they are…

File #	Type	Location	Character	Animation	Line
	OV	1	Pepper		"Hi! Papa! Seen any pages?"
	OV		Papa		"That's a spicy paper problem, Pepper but there's none in the oven Maybe there's one in the_____"
	OV	2	Pepper		"Hi Mama! Do you know where I can find a missing page?
	OV		Mama		"No, but if you hum a few bars I might be able to…No, wait…Listen to this one: A-hem mi-mi-mi (signing) I don't know where the pages are. They could be near, they could be farm the could be in a jelly jar…maybe by the _____"
	O.V.	3	Pepper		" Hello Officer Nick! Do you remember seeing any loose pages around?"
	O.V.		Nick		" As you know, I've got a good Memory. In fact I'm remembering what I just said, I said: I've got a good memory. I just don't know where the pages went. How about in the_____."
	OV	4	Pepper		" Howdy-Do, Officer Laura I'm looking for some lost pages."
	OV		Laura		" I'll looking and low, Pepper. You should looking the _____"
	OV	5			" Nurse Richards! Hello! Has anyone

					Checked in with a loose page or two?"
	OV		Nurse Richards		" Be, patient Pepper.(giggles) That's a joke around here… I think I saw some loose pages in the _____."
	OV	6	Pepper		" Hey Bob! Know anything about missing pages to the Constructopedia?"
	OV		Technician Bob		" Ha! I was promised a paperless work place now where are the papers. My guess is that that they are on the _____"
	O.V.	7	Pepper		"Hidee-He, D.J. Whatup with the missing pages?"
	O.V.		DJ		"Pepper, my main man. This just handed to me. Breaking news. Missing pages has been sighted by the_____."
	OV	8	Pepper		" Alfred Alert, Have you noticed any pages anyplace?"
	OV		Alfred Alert		" He, Boy this is tricky stuff, Pepper.. There might be a page or two by the _____. Check it out. I'm too busy to look."
	OV	9	Pepper		" Bill Ding, have you any knowledge of the Constructopedia pages?"
	OV		Bill Ding		" Well, I know that I'm ready to build when we can find the pages, Pepper and that's because I'm Bill Ding."
	OV	10	Pepper		" Infomaniac, Sir. Where did the pages go?"
	OV		Infomaniac		" I did figure out that one of the pages has to be at the_____ but, Pepper, I forgot to tell you…If you run into the Brick Bots, be careful. Be very careful."

When a page is found, a musical fan-fare & comments from **Infomaniac** and **Pepper**

File #	Type	Location	Character	Animation	Line
	O.V.		Infomaniac		"Hooray- Good find!"
	O.V. Only		Infomaniac		"Paging Bill Ding. We have located a page. Over."
	O.V. Only		Infomaniac		" We're doing it now, Pepper, dude."
	O.V. Only		Infomaniac		" Yesssiree, Pepper Roni"
	O.V. Only		Infomaniac		" Aha! A page is found!" (laughs)

File #	Type	Location	Character	Animation	Line
	O.V.		Pepper		"Yesss. Got it! "
					"Too cool"
					"Good job if I say so myself"
					(laughs)
					"Finders Keepers!"
					"Paging Bill Ding for Building!"

L When the page is found and rebuilding is the action comments from **Bill Ding** at each location takes place.

File #	Type	Location	Character	Animation	Line
	O.V.	Building site	Bill Ding	Building	" Aha! Stand back and find out why my name is Bill Ding"
					" Now I can do what I do: building!"
					"This is going to look so cool."
					"Bill Ding be building."
					"Here we go. Ready? I am!"
					"Oh, man, do I love this or what?"
					(Laughs)

When Pepper runs into a Brick-Bot, the Infomaniac appears via hologram and explains…

File #	Type	Location	Character	Animation	Line
	O.V.		Infomaniac	Hologram	"Beware of the Brick-Bots! We all know that, but you may not know that they can be stopped by flinging pizzas at them. Their heads are important to us. They are power sources, so grab them when they're down. We need their heads for a new information center computer. "Stop the Bots and grab their heads!"

When Pepper runs into a Brick-Bot and has to fire a pizza or two. This is what he says when he misses.

File #	Type	Location	Character	Animation	Line
	O.V.		Pepper	misses	**"Oops!"**
					"No, problem. Not a problem."
					"Ready, steady and try again"
					"Nice try, Pepper."
					"Missed."

When Pepper runs into a Brick-Bot and has to fire a pizza or two. This is what the Brick-Bots say when he scores a hit.

File #	Type	Location	Character	Animation	Line
	O.V.		Brick-Bot		Brick-Bot **"Ouch"** noises

When Pepper runs into a Brick-Bot and has to fire a pizza or two. This is what the Brick-Bots say when he misses.

File #	Type	Location	Character	Animation	Line
	O.V.		Brick-Bot		Brick-Bot **"Laughing"** sounds

I Whack-a-Bot Intro

File #	Type	Location	Character	Animation	Line
	O.V.		In		**TBD**

I Whack-a-Bot Outro

File #	Type	Location	Character	Animation	Line
	O.V.		In		**TBD**

Putting the Mainframe Back Together

File #	Type	Location	Character	Animation	Line
	O.V.		In		**TBD**

C Infomaniac- go to Res-Q HQ

Once Pepper has aided the Infomaniac in putting the Mainframe back together, the Res-Q Headquarters receives a distress call from the Castle

File #	Type	Location	Character	Animation	Line
	SFX O.V.		Robotic voice		**"Zero, zero, zero- One, one, one-zero,zero, zero…** **… Chaos call from the Castle. Urgent, Brickster broke the bridge."**

Camera cuts to Pepper and the Infomaniac outside the Information Center (Center).

File #	Type	Location	Character	Animation	Line
	O.V.	Outside the Information Center	Infomaniac		**"Bad news is the Brickster has left LEGO island. The good news is we now know where the Brickster is and he's at Castle Island."**

File #	Type	Location	Character	Animation	Line
	O.V.	Outside the Information Center	Pepper		**"Let's get him! He owes me for the pizza!"**

File #	Type	Location	Character	Animation	Line
	O.V.	Outside the Information Center	Infomaniac		**"Yes, and now he's deconstructed the bridge between the two castles and the neighbors can't battle at all!"**

File #	Type	Location	Character	Animation	Line
	O.V.	Outside the Information Center	Pepper		**"(Gasp) The horror!"**

File #	Type	Location	Character	Animation	Line
	O.V.	Outside the Information Center	Infomaniac		**"Exactly! Somebody has got to go to the Res-Q Headquarters, get a boat and get to Castle Island real fast and fix the bridge even faster!"**

File #	Type	Location	Character	Animation	Line
	O.V.	Outside the Information Center	Pepper		**"I'm not busy"**
File	Type	Location	Character	Animation	Line
	O.V.	Same	Infomaniac		**"Then to the Res-Q Head Quarters!"**

Pepper nods. The camera cuts to third person and play resumes

C Arrival at Res-Q HQ

Once Pepper has located the Res-Q HQ, the Infomaniac appears:
Camera cuts to Pepper and the Infomaniac outside the Res-Q HQ.

File #	Type	Location	Character	Animation	Line
	O.V.	Outside the Res-Q HQ	Infomaniac		**" Ha! Got here first!"**
File #	Type	Location	Character	Animation	Line
	O.V.	Outside the Res-Q HQ	Pepper		**" Didn't"**
File #	Type	Location	Character	Animation	Line
	O.V.	Outside the Res-Q HQ	Infomaniac		**" Did to."**
File #	Type	Location	Character	Animation	Line
	O.V.		Pepper		**" Did Not."**
File #	Type	Location	Character	Animation	Line
	O.V.	Outside the Res-Q HQ	Infomaniac		**" Did to and no tag-backs! Now, you'll need a boat. Get a boat and head to** (In a game announcers voice parody) **the exciting Castle Island where noble knights rule medieval days and the citizens and bridges need your help."**
File	Type	Location	Character	Animation	Line
	O.V.	Outside the Res-Q HQ	Pepper		**" Coool!"**

C Arrival on Castle island

When Pepper arrives at the dock on castle Island he is greeted by the Lions.

File #	Type	Location	Character	Animation	Line
	O.V.	Dock at Castle	Lions		**" Huzzah, Huzzah! Happy help and hope is here!"**

The camera cuts to see the docks, the bridge and the front of the Lions battlefield. Several people can be seen waving near the docks and the swordsman at the front approach.

File #	Type	Location	Character	Animation	Line
	O.V.	Dock at Castle Island	Lion Swordsman 1		**"Oh, strange knight in odd armor, do say you've arrived to repair the bridge that we can not fore' we think before we sink before we swim. Please help us repair our bridge."**

File #	Type	Location	Character	Animation	Line
	O.V.	Dock at Castle Island	Pepper		**" That's why I'm here, ye ol' swordsman dude. I'm a LEGO-meister and bridge repairer"**

Intro to brick diving I

File #	Type	Location	Character	Animation	Line
	O.V.	Dock at Castle Island	Pepper		**"TBD"**

B Bridge celebration

Once Pepper has successfully repaired the bridge, the people of the Island cheer his bravery. A tennis match of cheers from each side occurs.

File #	Type	Location	Character	Animation	Line
	O.V.	Dock at Castle Island	**Lions**		**" Hip-hip hooray"**
			Bulls		**"Huzzah-Huzzah!"**
			Lions		(Faster) **" Hip-hip hooray"**
			Bulls		(Faster) **"Huzzah-Huzzah!"**
			Lions		**"SHHHH"**
			Bulls		**"SHHHH"**

The camera cuts to see the Castle Island people standing on the repaired bridge with Bull's nearby.

File #	Type	Location	Character	Animation	Line
	O.V.	Dock at Castle Island	Lion Swordsman		**"A gazillion thanks, friend. Now that the bridge is up we can battle our neighbors again. Please accept this odd paper thing that the Brickster has dropped as a token of our thanks."**

File #	Type	Location	Character	Animation	Line
	O.V.	Dock at Castle Island	Pepper		**"Whoa! A Constructopedia page! I need that. Thanks!"**

File #	Type	Location	Character	Animation	Line
	O.V.	Dock at Castle Island	Crowd		**"Hooray! Pepper! Pepper! Now, let's fight!."**

As the camera cuts back to 3rd person view, both Lions and Bulls can be seen crossing the bridge to once again continue their battle.

Static Models
Dock
Bridge
Animated Models
Boat
Characters
Pepper
Lions:
Swordsman 1
Swordsman 2
Archer 1
Archer 2
Bulls:
Swordsman 1
Swordsman 2
Archer 1
Archer 2

Infomaniac tells of page

File #	Type	Location	Character	Animation	Line
	O.V.		Infomaniac		**"Paging Pepper. Pepper come in. We have found another page. Seriously! No bull It's at the Bull's Castle. They have run it up the flag pole to see who would salute it. To Bull's Castle Flag Pole and hurry!"**

Can I have the page-no
When pepper arrives at the Bull's Castle, he enters the courtyard and is met by a guard standing on the Battlements.

B The camera stays low to the ground pans up to look at the guards.

File #	Type	Location	Character	Animation	Line
	O.V.	Courtyard	Guard/Bull		**"Halt! Who goes there? I mean, here. Who goes here? I mean, who are you?."**

File #	Type	Location	Character	Animation	Line
	O.V.	Courtyard	Pepper		**"Pepper, sire dude. The name is Pepper and I am here to get the page that**

					flaps upon your fine flag pole. It's pretty important to the place I come from. May I have it?"

File #	Type	Location	Character	Animation	Line
	O.V.	Courtyard	Guard/Bull		**"Nah-oh, nay one who calls himself a spice. We need a flag to flap about and our real flag was stolen by those-those Grrrr- LIONS."**

File #	Type	Location	Character	Animation	Line
	O.V.	Courtyard	Pepper		**"Hmmm, What if I got your flag back? Could I then have the page?"**

File #	Type	Location	Character	Animation	Line
	O.V.	Courtyard	Guard/Bull		**"Good thinking, spice boy. Here, here."**

File #	Type	Location	Character	Animation	Line
	O.V.	Courtyard	Pepper		**"Then that's exactly what I'll do. To the Lions Castle I go."**

File #	Type	Location	Character	Animation	Line
	O.V.	Courtyard	Guard/Bull		**"You must have a horse, of course. We will loan you one. To the stables with ye.**

File #	Type	Location	Character	Animation	Line
	O.V.	Courtyard	Pepper		**"Pepper Roni on a pony! Way cool."**

The camera pans across to look at the stables.

QUESTION: What happens when Pepper rides the horse? Slight gags and challenges suggested like jumping streams and chasms.

The camera moves to 3rd person view and the play resumes.

Static Models

Bull's Castle

Stables

Animated Models

Flags waving in the wind

Characters

Horses

Pepper

Bull's Guard

B Can I have the flag-No!

When Pepper arrives at the Lion's Castle, he enters the courtyard and is again met by a guard standing on the battlements.
The camera stays low to the ground and pans up to look at the guard.

File #	Type	Location	Character	Animation	Line
	O.V.	Lion's Castle	Guard/Lion		**"Halt! Friend or Foe of the Lions?"**

File #	Type	Location	Character	Animation	Line
	O.V.	Lion's Castle	Pepper		**"Friend to all animals! The name is Pepper and I've come to ask for the return of the Bull's flag."**

Laughter is heard behind the castle walls.

File #	Type	Location	Character	Animation	Line
	O.V.	Lion's Castle	Guard/Lion		**"Surely you are a talented jester for you have brought much merriment to walls."**

File #	Type	Location	Character	Animation	Line
	O.V.	Lion's Castle	Pepper		**"Is there anyway I can get their flag back? You see, the Bull's have something I need and if I give them their flag, they will give me what I need."**

File #	Type	Location	Character	Animation	Line
	O.V.	Lion's Castle	Guard/Lion		**"Hold, please…"**

The guard briefly disappears behind the battlements.
Laughter and murmuring behind the walls are heard. The guard reappears.

File #	Type	Location	Character	Animation	Line
	O.V.	Lion's Castle	Guard/Lion		**"We have discussed your predicament. We set you an ordeal. If you are victorious at a jousting match with the Dark Knight of the Bulls, the flag is yours."**

File #	Type	Location	Character	Animation	Line
	O.V.	Lion's Castle	Pepper		**"Hmm…I've never jousted before but it sounds like fun! Sign me up! I'll do it."**

The camera follows Pepper as he trots over to the Jousting tent and is instantly transformed into a jousting knight.
The camera fades as Pepper exits from the Castle in his new jousting equipment.

Static Models
Castle
Jousting Tent
Animated Models
Flags waving in the wind
Characters
Horse
Pepper
Guard

C Challenge the Dark Knight

When Pepper reaches the central bridge, the Bull's Dark Knight is already there and waiting.

File #	Type	Location	Character	Animation	Line
	O.V.	Bridge	Pepper		**"I challenge- a-hem** (clears throat and speaks in a deeper voice) **I challenge you, Dark Knight of the Bulls to a joust."**

File #	Type	Location	Character	Animation	Line
	O.V.	Bridge	Dark Knight		**"I accept, little one."**

File #	Type	Location	Character	Animation	Line
	O.V.	Bridge	Pepper		**"Hey, I'm a-hem** (clears throat and speaks in a deeper voice) **I'm the same size as you, Bully!"**

File #	Type	Location	Character	Animation	Line
	O.V.	Bridge	Dark Knight		**"Har-rump."**

Static Models
Castle island
Bridge
Animated Models
Flags waving in the wind
Characters
Bull's Dark Knight
Dark knights horse
Pepper in jousting armor

Pepper's horse

I Jousting Introduction

File #	Type	Location	Character	Animation	Line
	O.V.	Bridge	TBD		**"TBD."**

I Jousting Outro

File #	Type	Location	Character	Animation	Line
	O.V.	Bridge	TBD		**"TBD."**

QUESTION: What happens if Pepper is not victorious? Is he then challenged again?

C Galloping back to the Lion's castle

Once Pepper has defeated the Dark Knight, he heads back towards the Lion's Castle.

Static Models

Castle island

Bridge

Animated Models

Flags waving in the wind.

Characters

Pepper on the jousting horse

C Have the Flag

As Pepper reaches the Lion's castle, he enters the courtyard and is met by everyone cheering from the battlements.

The camera stays low to the ground and pans up to look at the **cheering** crowd.

File #	Type	Location	Character	Animation	Line
	O.V.	Lion's Castle	Lion King		**"I hereby congratulate the Good Knight Pepper and proclaim today as Pepper Day for his noble defeat of the Bull's Dark Knight. A cheer for Pepper. Hip-hip..."**

File #	Type	Location	Character	Animation	Line
	O.V.	Lion's Castle	Pepper		**"Excuse me. Thanks, King but, uh, can I have the Bull's flag, please?"**

File #	Type	Location	Character	Animation	Line
	O.V.	Lion's Castle	Lion King		**"Of course! After one more cheer…hip, hip."**

Crowd cheers **"Hooray!"**

File #	Type	Location	Character	Animation	Line
	O.V.	Lion's Castle	Lion King		**"Here's your flag you so well deserve."**

The king throws down the Bull's flag and Pepper catches it.

File #	Type	Location	Character	Animation	Line
	O.V.	Lion's Castle	Lion King		**"Good catch! Oh, by the way, the jousting equipment is a loaner. Return it on the way out."**

Static Models
Lion's castle
Jousting tent
Animated Models
Flags waving in the wind
Characters
Lion King
Lion Queen
Lion Guards
Pepper
Pepper's Horse

A Nearly get the page, Cedric steals it.
When Pepper arrives at the Bull's Castle, the entrance is closed. The King and Queen along with a swordsman are waiting on the battlements.
The camera stays low to the ground and pans up to look at the battlements.

File #	Type	Location	Character	Animation	Line
	O.V.	Bull's Castle	Bull King		**"Have you our flag?"**

File #	Type	Location	Character	Animation	Line
	O.V.	Bull's Castle	Pepper		**"I most certainly do because I said I would. I'll trade you for the page, King Sir."**

As the King struggles to reach the page from the flag pole, Pepper continues…

File #	Type	Location	Character	Animation	Line
	O.V.	Bull's Castle	Pepper		**"I heard that the Dark Knight lost a joust earlier"**

File #	Type	Location	Character	Animation	Line
	O.V.	Bull's Castle	Bull King		**"Our Dark Knight? Oh, yes…he hasn't been himself lately. He probably has a cold or something."**

Pepper **giggles** and the King **grunts** as he reaches for the page.

File #	Type	Location	Character	Animation	Line
	O.V.	Bull's Castle	Bull King	Stretching out to reach the page	**"Aha! Almost got it!"**

File #	Type	Location	Character	Animation	Line
	O.V.	Bull's Castle	Pepper	Tosses flag up to the king	**"And here's your flag."**

The king catches the flag tosses up but as he almost touches the page on the flag pole… Seemingly from nowhere, Cedric the Bull swings through and steals the page from the flagpole, before disappearing behind the battlements. Shorty afterwards a loud rumbling is heard and everyone runs panicking out of the castle congregating behind Pepper. Everyone looks up curiously to see Cedric rising on his Multi-Canon Platform.

File #	Type	Location	Character	Animation	Line
	O.V.	Multi-Canon Platform	Cedric the Bull		"(Evil Snigger) **Allow me to introduce myself, Pepper. I am Cedric the Bull, your worst nightmare and there are canon balls…Hahahaha"**

Cedric's cannons begin firing in all directions. Everyone runs for the lion's castle.(Bulls run to Lion's castle?)
Pepper stops short of the doors closing (on the Lion's castle) and as everyone sits safely inside the Lion's castle, Pepper turns to face Cedric.

QUESTION: How do they battle? What happens if Pepper looses?

Static Models
Castle Island
Bridge
Animated Models
Flags waving in the wind

Canons
Characters
Bull King
Bull Queen
Bull Swordsman 1
Bull Swordsman 2
Bull Archer 1
Archer 2
Dark knight
Cedric
Lion's King

B Cedric Defeated

Once Pepper has defeated Cedric, he catapults himself over the battlements, snatching the page from Cedric's helmet, then smacks into a wall…

File #	Type	Location	Character	Animation	Line
	O.V.	wall	Pepper	Dazed from the wall	**"I, I got it…aye-yie yie…"**

Cedric sits sadly shaking his head

Static Models
Castle island
Animated Models
Catapult
Flags waving in the wind
Canon
Characters
Pepper
Cedric

L Building Reconstruction/Police Station

C Nick Brick Sequence-Chopper Flight

When Pepper arrives at the Police Station, he is met by Nick Brick who gives him a Police chopper and points him in the direction of the Oasis.

File #	Type	Location	Character	Animation	Line
	O.V.	Police Station	Nick Brick		**"Pepper, I hereby deputize you so you can use the Police Helicopter, which is pretty cool."**

File #	Type	Location	Character	Animation	Line
	O.V.	Police Station	Pepper		**"Wow, it is cool but I bet I can make it look even cooler!"**

File #	Type	Location	Character	Animation	Line
	O.V.	Police Station	Nick Brick		**"Personally, I can't image anything cooler than a black cop copter but you can customize it like any vehicle, if you'd like to."**

File #	Type	Location	Character	Animation	Line
	O.V.	Police Station	Pepper		**"Thanks, Nick."**

File #	Type	Location	Character	Animation	Line
	O.V.	Police Station	Nick Brick		**"You're welcome, Pep-er- Deputy. Oh, I almost forgot to tell you your mission which isn't customizing the helicopter. You've got to head to the desert. Reports indicate that a page is there."**

File #	Type	Location	Character	Animation	Line
	O.V.	Police Station	Pepper		**"I'm on it, Sir."**

QUESTION: How and where does one customize vehicles? Are instructions there? Does Bill Ding or the Infomaniac give them?
QUESTION: How does Pepper get in, drive and land the helicopter? Are instruction from anybody needed? What if the player goes somewhere else than where you want him to? Can that happen?

Static Models
Police Station
Animated models
N/A
Characters
Pepper
Nick Brick

B Arrival Adventure Island-Intro to people
When Pepper reaches the Heli-pad, he is greeted by two adventurers.
The camera pans down, following the Chopper as it lands, Johnny and Miss Read can be seen waving at Pepper.

File #	Type	Location	Character	Animation	Line
	O.V.	Heli-Pad **Adventurers Island**	Johnny		**"Ahoy, Alloha and Welcome to Adventurers Island, I'm Johnny Thunder and this is the lovely..."**

File #	Type	Location	Character	Animation	Line
	O.V.	Heli-Pad **Adventurers Island**	Miss Read		**"Miss Pippin Read, at your service! And you are?"**

File #	Type	Location	Character	Animation	Line
	O.V.	Heli-Pad **Adventurers Island**	Pepper		**"Pepper, Mam. I mean, Pepper. Not Pepper Mam. Just Pepper. I'm from LEGO Island and I'm here in search of..."**

File #	Type	Location	Character	Animation	Line
	O.V.	Heli-Pad **Adventurers Island**	Miss Read		**"Ooh, I know! The lost pages of the..."**

File #	Type	Location	Character	Animation	Line
	O.V.	Heli-Pad **Adventurers Island**	Johnny		**"Constructopedia! Yes, yes. The Infomaniac told us earlier that you would show up and would need some help getting to the Oasis."**

File #	Type	Location	Character	Animation	Line
	O.V.	Heli-Pad **Adventurers Island**	Pepper		**"He's right."**

File #	Type	Location	Character	Animation	Line
	O.V.	Heli-Pad **Adventurers Island**	Johnny		**"He usually is, but listen, we've got a situation here having to do with snakes and gems. If you help us, we'll help you..."**

File #	Type	Location	Character	Animation	Line
	O.V.	Heli-Pad **Adventurers Island**	Pepper		**"Let's do it!"**

Static Models
Heli-pad
Scorpion
Animated Models
Police Chopper

Characters
Pepper
Johnny Thunder
Miss Pippin Read

Infomaniac Tells of page in Oasis

File #	Type	Location	Character	Animation	Line
	O.V.		Infomaniac		**"TBD"**

I Getting to Mummy Tomb-Coconut cannon instructions

File #	Type	Location	Character	Animation	Line
	O.V.		TBD		**"TBD"**

B Arrival at Mummies Tomb

When Pepper and the Adventurers arrive at the Mummies Tomb, they are met by Dr. Kilroy, who has been working a safe way in.

File #	Type	Location	Character	Animation	Line
	O.V.	**Mummies Tomb**	Dr. Kilroy		**"Oh! You startled me! Hello Johnny and Miss Read. I see you've brought a friend?"**

File #	Type	Location	Character	Animation	Line
	O.V.	**Mummies Tomb**	Johnny		**"Yes, Doctor. This is Pepper and he is…**

File #	Type	Location	Character	Animation	Line
	O.V.	**Mummies Tomb**	Dr. Kilroy		**"Dr. Pepper?"**

File #	Type	Location	Character	Animation	Line
	O.V.	**Mummies Tomb**	Johnny		**"No, just Pepper"**

File #	Type	Location	Character	Animation	Line
	O.V.	**Mummies Tomb**	Pepper		**"Pepper Roni!"**

File #	Type	Location	Character	Animation	Line
	O.V.	**Mummies Tomb**	Miss Read		**"And he's here to help us get the gems back from the snakes…"**

File #	Type	Location	Character	Animation	Line
	O.V.	**Mummies Tomb**	Johnny		**"…then we're helping him look for the lost pages of the Constructopedia. The Infomaniac sent him.**

File #	Type	Location	Character	Animation	Line
	O.V.	**Mummies Tomb**	Dr. Kilroy		**Oh! The Infomaniac! Any friend of a friend of mine is a friend of mine** (mumbles) **or something like that"**

File #	Type	Location	Character	Animation	Line
	O.V.	**Mummies Tomb**	Miss Read		**"Gentlemen, shall we press on?"**

File #	Type	Location	Character	Animation	Line
	O.V.	**Mummies Tomb**	Pepper		**"Let's do it!"**

The group set off towards the entrance of the Tomb
Static models
Speedster
Scorpion
Entrance to Mummies Tomb
Animated Models
N/A
Characters
Pepper
Johnny Thunder
Miss Pippin Read
Dr. Kilroy

I Whack-a-Snake instructions

File #	Type	Location	Character	Animation	Line
	O.V.		TBD		**"TBD"**

B Whack-a-Snake Outro

File #	Type	Location	Character	Animation	Line
	O.V.		TBD		**"TBD"**

QUESTION: Is hitting animals on the head appropriate for LEGO values?

B Once Pepper has retrieved the gems from the snakes, he receives a message from the Infomaniac. The Infomaniac appears, projected from Pepper's headset.

File #	Type	Location	Character	Animation	Line
	O.V.	from headset	Infomaniac		**"Pepper! A page is spotted at the Mummies Tomb…Not spotted like polka dots or a leopard but you know what I mean. Someone saw the page. I mean, not saw like cut it in half. The point is that there is a page at the Mummies Tomb. It's behind a locked door so you'll need to go to the room of Matching Mummies to find the key."**

The hologram disappears then reappears.

File #	Type	Location	Character	Animation	Line
	O.V.	from headset	Infomaniac		**"Oh, I almost forgot. Remember: there is a page at the Mummies Tomb and a page at the Oasis and I've just heard that there's a page in the jungle. Later, brickulator! "**

The hologram disappears then reappears.

File #	Type	Location	Character	Animation	Line
	O.V.	from headset	Infomaniac		**"And-uh- Good Luck! "**

The hologram disappears

File #	Type	Location	Character	Animation	Line
	O.V.	Mummies tomb	Johnny Thunder		**"Right then, here's the plan: we'll take the bi-plane and Dr. Kilroy, if you loan your speedster to Pepper, he can meet us there after he's finished here."**

File #	Type	Location	Character	Animation	Line
	O.V.	Mummies' Tomb	Dr. Kilroy		**"Makes sense to me…a little bit. Pepper will meet us at the Oasis? O.k. and I'll get to ride in the back of the plane. Good fun! Very good. "**

File #	Type	Location	Character	Animation	Line
	O.V.	Mummies' Tomb	Johnny Thunder		**"Exactly! Miss Read, would you make a sign post, a marker for Pepper so he can find us at the Oasis. "**

File #	Type	Location	Character	Animation	Line
	O.V.	Mummies' Tomb	Miss read		**"Oh, yes! That would be great fun! "**

File #	Type	Location	Character	Animation	Line
	O.V.	Mummies' Tomb	Johnny Thunder		**"Fun? You're an odd one, Miss Read, but we love you for it. Now Pepper, we'll meet you at the bi-plane by the Oasis when you're down here. "**

File #	Type	Location	Character	Animation	Line
	O.V.	Mummies' Tomb	Pepper		**"Okeedokee! To the Matching Mummies' Tomb for me! "**

The Adventurers leave Pepper with the Speedster and drive off into the distance, using Johnny's Scorpion.

QUESTION: Fun site-gags and challenges for Pepper as he makes his way to the Matching Mummies Tomb?

Static Models
Speedster
Scorpion
Entrance to Mummies Tomb
Animated Models
N/A
Characters
Pepper
Johnny Thunder
Miss Pippin Read
Dr Kilroy
Infomaniac (as hologram)

* Infomaniac Tells of Page in Tomb

File #	Type	Location	Character	Animation	Line
	O.V.		TBD		**"TBD"**

I Matching Mummies' Instructions

File #	Type	Location	Character	Animation	Line
	O.V.		TBD		**"TBD"**

C Matching Mummies' Outro and Page Retrieval

File #	Type	Location	Character	Animation	Line
	O.V.		TBD		**"TBD"**

C Once Pepper has solved the Matching Mummies sub-game, he can retrieve the page from behind the locked door.

QUESTION: What if he can't? Is there any help available?

File #	Type	Location	Character	Animation	Line
	O.V.	Mummies' Tomb	Pepper		**"HooHa! Way Cool! I got myself another Constructopedia Page! Next stop: the Oasis! "**

Static Models
Inside the locked room
Animated Models
Page 36 of 61 Characters
Pepper

C Rolling Rock

As Pepper is leaving the Tomb he accidentally triggers a trap (ala Indiana Jones).

As Pepper turns to look at the rumbling noise, he does a double take. He turns to the viewer

File #	Type	Location	Character	Animation	Line
	O.V.	Mummies' Tomb	Pepper		**"This could be trouble. "**

Turns and looks again and back to the viewer.

File #	Type	Location	Character	Animation	Line
	O.V.	Mummies' Tomb	Pepper		**"Yup. It is! Yeeeow! "**

Static Models
Tomb exit
Animated Models
Rolling Boulder
Characters
Pepper

C Arrival at the Oasis- Fisherman Introduction

When Pepper arrives at the Oasis, he is greeted by the old fisherman of the Oasis

File #	Type	Location	Character	Animation	Line
	O.V.	Oasis	Fisherman		**"Hey, Sonny. "**

File #	Type	Location	Character	Animation	Line
	O.V.	Oasis	Pepper		**"The name's Pepper, Pops. "**

File #	Type	Location	Character	Animation	Line
	O.V.	Oasis	Fisherman		**"My name's The Old Fisherman, Sonny. I'll bet you're here 'cause you're lookin' for a page. "**

File #	Type	Location	Character	Animation	Line
	O.V.	Oasis	Pepper		**"How did you know?. "**

File #	Type	Location	Character	Animation	Line
	O.V.	Oasis	Fisherman		**"I've played this game before. You see, that big ol' fish at the bottom of the Oasis ate it up. Yup, Big Bertha ate it up real good. Ate it up like a sandwich, she did…Gulp Gulp-Gone! If you still want the page, here's my fishing pole. See if you can catch her, and you've got your page. "**

The fisherman hands the fishing pole to Pepper.

Static Models
Fishing hut
Animated Models
Fishing Rod

Characters
Pepper
Fisherman

I Fishing Game Instructions

File #	Type	Location	Character	Animation	Line
	O.V.		TBD		**"TBD"**

B The fall of Big Bertha

Once Big Bertha is caught, the fisherman steps in to give Pepper a hand.
The fisherman can be seen holding up Big Bertha up by the tail, shaking out all the contents.
A dozen fish, a tire, a boot, followed by an old man with a beard, followed finally by the next page!

Pepper holds the page up in the air

File #	Type	Location	Character	Animation	Line
	O.V.	Oasis	Pepper		**"Hoo-ray! I got it! The page!. "**

File #	Type	Location	Character	Animation	Line
	O.V.	Oasis	Fisherman		**"And you also got Big Bertha! That makes you a champion fisherman around these parts! "**

File #	Type	Location	Character	Animation	Line
	O.V.	Oasis	Pepper		**"The page is my real reward, Old Fisherman, but thanks. Gotta go! "**

File #	Type	Location	Character	Animation	Line
	O.V.	Oasis	Fisherman		**"Wait! I was going to make fish cakes! "**

File #	Type	Location	Character	Animation	Line
	O.V.	Oasis	Pepper		**"Er- gotta go. Bye. "**

Static Models
Fishing Hut
Animated Models
Fishing Pole
Big Bertha
Next page
Little Fish
Old Man with a Beard

Tire
Boots
Characters
Pepper
Fisherman

B Arrival at Bi-plane

When Pepper arrives at the bi-plane, he finds Johnny and Pippin nursing the Doctor.
QUESTION: Any fun site-gags or challenges along the way?
Pepper approaches the 3 figures:

File #	Type	Location	Character	Animation	Line
	O.V.	Bi-plane	Pepper		**"Hey! Good news! I caught a big fish and…oh, oh, is everybody alright? "**

File #	Type	Location	Character	Animation	Line
	O.V.	Bi-plane	Johnny		**"Well, the Doctor here has heat exposure. "**

File #	Type	Location	Character	Animation	Line
	O.V.	Bi-plane	Pepper		**"Oh, I've heard of that before. A friend of mine is a talent agent and he said you could die from exposure! "**

File #	Type	Location	Character	Animation	Line
	O.V.	Bi-plane	Johnny		**"I think that's a different kind of exposure but if you take the Bi-plane, we could take the Doctor in the sea plane where it's a little cooler. Follow us! "**

File #	Type	Location	Character	Animation	Line
	O.V.	Bi-plane	Pepper		**"Way cool! I get to fly a bi-plane! Life is good."**

The camera follows the characters as they move towards the transport.

Static Models
Sea Plane
Bi-plane
Animated Models
N/A
Characters
Pepper
Johnny Thunder

Miss Pippin Read
Dr. Kilroy

---

*Infomaniac tell Pepper the next page is near the volcanoes

File #	Type	Location	Character	Animation	Line
	O.V.	Camp	Infomaniac		**"TBD."**

C Intro to Volcano Area

When Pepper and the Adventurers approach the Runway near the Village, a short cut-scene pans around the vista to show the two planes landing

QUESTION: Any fun site-gags or challenges along the way?

Static Models
Landing strip
Animated Models
Sea Plane
Bi-plane
Characters
N/A

B Tribe Introduction- Dance Game Instructions

Once the Adventurers discover the Tribe Village, the camera cuts to introduce the Tribe. As Pepper sneaks towards the **"booing noise"**, the camera pans up to show the tribesmen all sitting around bored. The Chief can be seen poorly dancing at the front of the Tribe, when he looks up to see Pepper.

File #	Type	Location	Character	Animation	Line
	O.V.	Tribal Village	Chief		**"Great Huggy Wuggies to the stranger that stands before me. I am Chief Legog of the Tribe Ugalego. I am a great chief of a great tribe, but I am a terrible dancer. "**

File #	Type	Location	Character	Animation	Line
	O.V.	Tribal Village	Pepper		**"I can see. What can I do to help, Chief? "**

File #	Type	Location	Character	Animation	Line
	O.V.	Tribal Village	Chief		**"Well, it's like this: You see, for the first time ever, we rescued a dinosaur and this deserves a good dance. "**

File #	Type	Location	Character	Animation	Line
	O.V.	Tribal Village	Pepper		**"Oh, I agree."**

File #	Type	Location	Character	Animation	Line
	O.V.	Tribal Village	Chief		**"Would you help me to create a good celebration dance ? "**

Pepper nods in agreement and the camera fades to black.

B Dance Game Instructions

File #	Type	Location	Character	Animation	Line
	O.V.		TBD		**"TBD"**

Static Models
Tribe Village
Animated Models
Camp Fire
Characters
Pepper
Chief
Tribesman 1
Tribesman 2
Tribesman 3

B Celebration Party

Once Pepper has successfully completed his celebration dance, the group has a party...
QUESTION: How do you determine a successful dance?
The camera slowly pans back to show Pepper, the Adventurers and the Tribesmen jumping around in celebration. Could be some funny gags?
As the camera pans back, it looks up into the night sky and the music fades, the sky turns to day.

B The Morning After

The camera starts on the morning sky (continuing the previous scene), then pans down to reveal the scene.
Pepper and the Adventurers can be seen sitting around the campfire, sipping fizzing drinks. The Chief approaches them smiling.

File #	Type	Location	Character	Animation	Line
	O.V.	Tribal Village	Chief		**"Morning Huggy-Wugs, everyone. Pepper, thanks for your help last night. I was looking pretty good there."**

File #	Type	Location	Character	Animation	Line
	O.V.	Tribal Village	Pepper		**"Morning Huggy-Wugs, Chief. My pleasure, but we were wondering where did you rescue a dinosaur from?."**

File #	Type	Location	Character	Animation	Line
	O.V.	Tribal Village	Chief		**"The sub-Camp and it's that-a way."**

The Chief points

File #	Type	Location	Character	Animation	Line
	O.V.	Tribal Village	Chief		**"What are we waiting for? Let's go!."**

The camera fades to black.
Does anything fun or challenging happen on the way?

Static Models
Camp Fire
Animated Models
N/A
Characters
Pepper
Chief
Tribesmen 1
Tribesmen 2
Tribesmen 3
Johnny Thunder
Miss Pippin Read
Dr. Kilroy

B Lookout Camp

When Pepper and the Adventurers arrive at the Lookout Camp, the camera cuts to show the group creeping up on the camp perimeter. As the camera lifts into the air, the inside of camp is seen, showing the various cages, a campfire and a snoozing guard. A large cage sits at the back of the camp with "Mummy" written on the front (localization issue).
Can dinosaurs be sleeping and snoring in a rhythmic way just to have something fun going on?

Static Models
Lookout Camp
Animated Models
Camp Fire

Characters
Pepper
Johnny Thunder
Miss Pippin Read
Dr. Kilroy
Guard

B Thrown out of camp

If Pepper is caught during the dinosaur rescue, he is escorted out of camp by the guard. The guard frog marches Pepper towards the exit of the camp.

File #	Type	Location	Character	Animation	Line
	O.V.	Sub-camp	Guard		**"Not a smart move, Puppy Boy. You're outta here with a 1, 2,3 heave ho- away you go."**

As the two reach the gate, the guard gives Pepper a comical 'throw' out of the camp. As Pepper lands, he shakes the stars and tweetie birds from his head.

Static Models
Lookout Camp
Animated Models
Camp fire
Characters
Pepper
Guard
Dinosaurs

B Dinosaurs Rescued

As Pepper rescues the last dinosaur in the camp, a cut scene shows Pepper escaping the camp with the dinosaurs.
QUESTION: How does he rescue the dinosaurs? Instructions from someone?

File #	Type	Location	Character	Animation	Line
	O.V.	Sub-camp	TBD		**"TBD."**

The camera follows Pepper as he runs behind a few dinosaurs, escaping the camp.

Static Models
Sub Camp
Animated Models
Camp Fire

Characters
Pepper
Dinosaurs
Guard

***Infomaniac tells Pepper that the page is in the Main camp in the Dino area.**

File #	Type	Location	Character	Animation	Line
	O.V.	Sub-camp	Infomaniac		**"TBD."**

B T-Rex Communication

Once Pepper is told to find the Main camp, Dr. Kilroy communicates (sooty style ...what does that mean?) with the T-Rex. Dr. Kilroy translates.

File #	Type	Location	Character	Animation	Line
	O.V.	Dino-Area	Dr. Kilroy		**"Aha! Hmmm, You don't say...O.K., well the T-Rex has just informed me that the other dinosaurs are being held prisoner at the Main Camp. If someone can rescue them, he will bring them here."**

File #	Type	Location	Character	Animation	Line
	O.V.	Dino-Area	Johnny		**"Hmmm- some one like... Pepper? Pepper, save the dinosaurs!"**

Pepper nods.
The camera pans back to show the T-Rex to get moving.

Static Models
Sub-Camp (outside zone)
Animated Models
N/A
Characters
Pepper
Johnny Thunder
Miss Pippin Read
Dr. Kilroy
T-Rex

I Main Camp Intro

As Pepper approaches the main camp on Dino-back, a cut scene introduces the location.

The camera follows Pepper on Dino-back and as he nears the Main Camp, the camera raises into the air. As the inside of the camp comes into view, giant cages can be seen, containing the captured Dinosaurs. Brick-Bots can be seen patrolling throughout the camp, weaving around the cages making Brick-Bot chatter.

Static Models
Main Camp
Animated Models
N/A
Characters
Pepper
T-Rex
Caged Dinosaurs
Brick-Bots

I Rescue Instructions

File #	Type	Location	Character	Animation	Line
	O.V.	Main camp	TBD		**"TBD."**

B Mr. Hates Intro

Once Pepper has defeated the Brick-Bots and rescued the Dinosaurs, he is confronted by Mr. Hates.
Mounted on the back of his 'tamed' Brontosaurus, Mr. Hates smashes through the back wall of the main camp.

File #	Type	Location	Character	Animation	Line
	O.V.	Main camp	Mr. Hates		**"Hello Pepper. What a surprise!** **The Brickster** (ominous music SFX at the mention of his name) **mentioned that you might be here.** **Looking for something? Were you looking for this? If you've answered 'yes'…What a pity."**

Mr. Hates waves the Page high in the air.
The camera cuts to show Pepper's face as he gasps at the sight of the page.

File #	Type	Location	Character	Animation	Line
	O.V.	Main Camp	Mr. Hates		**"You've got to go through me to get it! Not literally go through me…you know what I mean.**

Mr. Hate's Brontosaurus rears up on its hind legs, before stamping down on the ground. Everything shakes with an SFX of a rumble.

Static Models
Main camp
Animated Models
Page
Characters
Pepper
Brick-Bot
Mr. Hates (riding Brontosaurus)
Brontosaurus (carrying Mr. Hates)

B Mr. Hates Outro- Receive Page

Once Pepper has defeated Mr. Hates, he receives the page
QUESTION: What if he doesn't defeat him? Another chance or…?
Dismounted and defeated, Mr. Hates looks up at Pepper and extends a shaky hand, clutching the page.

File #	Type	Location	Character	Animation	Line
	O.V.	Main camp	Mr. Hates		**"Don't hit me! You won…Take the page…Just leave me alone.** (whimpers)"

Static Models
Main camp
Animated Models
Page
Characters
Pepper
Mr. Hates

B Wave Off Adventurers

Back at the landing strip, Pepper regroups with Adventurers and their new found friends, the Dinosaurs, before saying their goodbyes.

QUESTION: Does the user go there? How does he or she know to

File #	Type	Location	Character	Animation	Line
	O.V.	Landing strip	Johnny		**"Pepper, I can not thank you enough so I'm not even going to try. Oh, yes I will… thanks, Pepper. You're a good friend!"**

File #	Type	Location	Character	Animation	Line
	O.V.	Landing strip	Miss Read		**"(Sniffle-Sniffle) Thank you, Pepper. You are a *real* hero."**

File #	Type	Location	Character	Animation	Line
	O.V.	Landing strip	Dr. Kilroy		**"Yes, yes, very true. I've taken the liberty of preparing your transport here and I hope you like flying?"**

Dr. Kilroy takes a step back and the Pterodactyl lands next to Pepper. Johnny gives Pepper a leg-up on top.

File #	Type	Location	Character	Animation	Line
	O.V.	On the Pterodactyl	Pepper		**"Thanks a lot. I want to say I'll miss you but I wasn't trying to hit you…See you later, Brickulators!"**

As the adventurers and Dinosaurs start waving, the Pterodactyl takes to the sky.
The camera follows Pepper into the air as he heads back towards LEGO island.

Static Models
Landing Strip
Animated Models
N/A
Characters
Pepper
Johnny Thunder
Miss Pippin Read
Dr. Kilroy
T-Rex
T-Rex babies
Stegosaurus
Triceratops
Pterodactyl

L Building reconstruction (one each page)

A Brickster Steals Power Brick/Pizzeria/Summons Improved Pizza Impervious Brick-Bots

When Pepper returns the pages from Adventure Island, the Brickster appears and causes more havoc.

Once the last location has reconstructed, the camera slowly pans across to see a figure in the distance travelling towards LEGO Island. It's the Brickster and he begins "Fly-Bying" around the Island, sprinkling Brick-Bots everywhere. Amongst the Brick-Bots-at prominent locations-an occasional New-Improved-Pizza-Impervious-Brick-Bot (NIPBB) is dropped.

Once the Island is covered in Brick-Bots, the Brickster heads for the Information Centre.

The camera cuts to show the Brickster landing on the roof of the Information Centre.

Laughing hysterically, the Brickster reaches up and steals the Power Brick from the top of the Information Centre. The whole Island shuts down and is left in darkness. The Brickster's silhouette can be seen jumping from the roof of the Information Centre, but the camera does not follow.

The camera cuts to the Infomanic and Pepper standing by.

File #	Type	Location	Character	Animation	Line
	O.V.	Standing by the Information Center	Infomaniac		**"NOOOOOOOOOOoooooo! You Brickster! You Trickster! You-you-you BRICKSTER!"**

The Infomaniac looks around his powerless Island, roaming with Brick-Bots.

File #	Type	Location	Character	Animation	Line
	O.V.	Standing by the Information Center	Pepper		**"Whoa…What? How? I mean, who…What tha…?"**

File #	Type	Location	Character	Animation	Line
	O.V.	Standing by the Information Center	Infomaniac		**"You said it, Pepper. Hmmm, I think I have an idea! No, wait…yes! Not! Hmmm. Yes, Yes. If there is no power then we must find power! That's it!"**

File #	Type	Location	Character	Animation	Line
	O.V.	Standing by the Information Center	Pepper		**"Yeah, but…"**

File #	Type	Location	Character	Animation	Line
	O.V. SFX	Standing by the Information Center	Infomaniac		**"Exactly! That's what I was thinking too! The Power Gem from the Rock Monster's Cave! Pepper, if you go to the (RUMBLE) What's that?"**

The two look up into the air trying to see where the noise is coming from. Their faces drop as the Brickster comes into view, holding both Mama and Papa Brickolini.

File #	Type	Location	Character	Animation	Line
	O.V.	In the air	Brickster		**"HellooOOOoo! Am I bad or what?"**

File #	Type	Location	Character	Animation	Line
	O.V.	In the air	Papa		**"Haaaaalp!**

File #	Type	Location	Character	Animation	Line
	O.V.	In the air	Mama		**"Oh, Dear."**

File #	Type	Location	Character	Animation	Line
	O.V.		Pepper		**"Mama!"**

File #	Type	Location	Character	Animation	Line
	O.V.		Infomaniac		**"Papa!"**

File #	Type	Location	Character	Animation	Line
	O.V.	In the air	Brickster		**"Yes, Mama and Papa but more importantly: Me! Mama and Papa are now my own personal chefs! I can have pizza on OGEL Island anytime I want to! Mine! Mine! All mine!"**

The Brickster flies off into distance, carrying the Brickolini's.

File #	Type	Location	Character	Animation	Line
	O.V.		Pepper		**"You still owe me for the last pizza!"**

The camera pans to look at the Infomaniac

File #	Type	Location	Character	Animation	Line
	O.V.		Infomaniac		**"Hang in there, Mama and Papa! We'll save you-uuuuu-whoa!"**

Out of nowhere, the Rock Raiders burrow through the floor, between Pepper and the Infomaniac, causing them to step aside. The burrowing machine comes to a halt and the cab opens. Pepper's holographic projector starts up, Pepper looks on in surprise.

File #	Type	Location	Character	Animation	Line
	O.V.	Vehicle	Rock Raider		**"Word is that you need a Power Gem!"**

File #	Type	Location	Character	Animation	Line
	O.V.		Infomaniac		**"My! News travels fast on LEGO Island."**

File #	Type	Location	Character	Animation	Line
	O.V.	Vehicle	Rock Raider		**"Yes and our vehicles travel even faster. This one will take you to the Monsters Cave in no time."**

The hologram vanishes as fast as it appeared. The camera moves to third person and play continues.

Static Models
Whole Island
Animated Models
Power Brick
Characters
Pepper
Infomaniac
Brickster
Mama Brickolini
Papa Brickolini
Brick-Bots

CI Introduction to Rock Raiders/Instructions for Mine Kart

B Introduction to Rock Monsters

Once Pepper arrives at the Rock Monsters Cave, he is confronted by the Rock Monsters.

File #	Type	Location	Character	Animation	Line
	O.V.	Cave	Rock Monster		**"Who dares disturb our cave?"**

File #	Type	Location	Character	Animation	Line
	O.V.	Rock Monster's Cave	Pepper		"(Nervously) **Oh, a,** (Giggle) **Hi-um, I'm Pepper and I-uh- come from the surface, up there and I'm in search of a- uh- a Power Gem?"**
File #	Type	Location	Character	Animation	Line
	O.V.	Rock Monster's Cave	Monsters		**"HA-HAHAHAHA"**

File #	Type	Location	Character	Animation	Line
	O.V.	Rock Monster's Cave	Rock Monster		**"Such a funny guy! What makes you think we would give you a Power Gem?"**

File #	Type	Location	Character	Animation	Line
	O.V.	Cave	Rock Monster		**"Logic? You see, the Brickster (Ominous music sound at the mention of his name) stole the Power Brick from LEGO Island and he stole Mama and Papa, too! AND he sill owes me for the pizza! To make a long story short, we need a Power Gem to solve it all!"**

The Rock Monster turns away to discuss Pepper's predicament. **Mumbles** heard in cave with **Laughter.**

File #	Type	Location	Character	Animation	Line
	O.V.	Rock Monster's Cave	Rock Monster		**"We talked it over and decided a challenge is in order. If you can win at the Matching Rocks Game, you'll win a Power Gem. Agree?"**

Pepper smiles.

File #	Type	Location	Character	Animation	Line
	O.V.	Rock Monster's Cave	Rock Monster		**"I'm game, rock Monster dude."**

Static Models
Rock Monster's Cave
Animated Models
N/A
Characters
Pepper
Rock Monster 1

Rock Monster 2
Rock Monster 3

I Intro to Matching Rocks Game

File #	Type	Location	Character	Animation	Line
	O.V.	Cave	TBD		**"TBD"**

C Outro to Rock Monsters/Power Gem

After Pepper has defeated the Rock Monster at Matching Rocks, the Head Rock monster reluctantly hands over the Power Gem.

File #	Type	Location	Character	Animation	Line
	O.V.	Cave	Rock Monster		**"O.K. You win. Here's your Power Gem, winner boy."**

Pepper accepts the Power Gem

File #	Type	Location	Character	Animation	Line
	O.V.	Cave	Pepper		**"Thank you, Rock Monsters. You guys aren't so monstrous after all."**

Static Models
Rock Monster's Cave
Animated Models
N/A
Characters
Pepper
Rock Monster 1

C Rolling Rock Monster

When Pepper reaches the exit to the cave, he is approached by the Rock Monster.

File #	Type	Location	Character	Animation	Line
	O.V.	Exit to the Cave	Rock Monster		**"Hehehehe."**

File #	Type	Location	Character	Animation	Line
	O.V.	Exit to the Cave	Pepper		**"What's so funny? I love jokes! What's the joke?"**

File #	Type	Location	Character	Animation	Line
	O.V.	Exit to the Cave	Rock Monster		**"You! You have the gems now try and escape."**

The Rock Monster reaches out to grab Pepper.

File #	Type	Location	Character	Animation	Line
	O.V.	Exit to the Cave	Rock Monster		**"Hey! Whoooa, sneaky!"**

Pepper turns and runs for the exit (cut to Rolling Rock Game).

Static Models
Rock Monster's Cave
Animated Models
N/A
Characters
Pepper
Rock Monster 1
Rock Monster 2
Rock Monster 3

B Power Gem connects to the Information Centre, Powering the Island

Once Pepper has reached the information Centre, the power Gem is connected.

File #	Type	Location	Character	Animation	Line
	O.V.	Information Centre	Infomaniac		**"Hooray Pepper! A happy surprise and yet, I'm not surprised. I knew you could do it!"."**

Pepper hands the Power Gem to the Infomaniac. The Infomaniac jumps up the top of the Information Centre and connects the Power Gem.
The camera pans back and power gradually starts flowing starts flowing through the whole Island.

B Brick-Bot impervious to Pizza

This section in Silicon Dreams document is a repeat of the above. I assume that something went wacky.

File #	Type	Location	Character	Animation	Line
	O.V.	Information Centre	Infomaniac		**"TBD**

File #	Type	Location	Character	Animation	Line
	O.V.	Info Cntr.	Infomaniac		**"Perfect, Pepper. The plan now is for you to go to the radio station and get a radio. I think we can beat them with music. Beat them, baby… eight to the bar!"**

File #	Type	Location	Character	Animation	Line
	O.V.	Info Cntr.	Pepper		**"I'm a man with a plan! Pepper, the Pied Pipper of Pizza."**

Static Models
The whole Island
Animated Models
Power Gem
Characters
Pepper
Infomaniac

C Got Radio

When Pepper arrives at the Radio Station DJ gives Pepper a Radio.

File #	Type	Location	Character	Animation	Line
	O.V.	Radio Station	DJ		**"My main man, Pepper. Wassup?"**

File #	Type	Location	Character	Animation	Line
	O.V.	Radio Station	Pepper		**"We need a radio, D.J. Long story but we need a radio."**

DJ gives Pepper a radio.

File #	Type	Location	Character	Animation	Line
	O.V.	Radio Station	DJ		**"That's cool. No problem."**

File #	Type	Location	Character	Animation	Line
	O.V.	Radio Station	Pepper		**"Time to make the Brick-Bots da-ance."**

Camera returns to third person and play continues.

Static Models
The whole Island
Animated Models
Radio
Characters
Pepper
DJ

C Brick-Bots dance their heads off

Once Pepper has lured the new improved pizza impervious Brick-Bots to the Police Station, Pepper hands the radio to Nick Brick.

File #	Type	Location	Character	Animation	Line
	O.V.	Police Station	Pepper		**"Officer Nick Brick, The Pied Pipper of Pizza is here with Brick-bot prisoners."**

File #	Type	Location	Character	Animation	Line
	O.V.	Police Station	Nick		**"Pepper, That's using music as a dangerous weapon! I'll Arrest the radio."**

Nick runs into the Police Station. Seconds later, the music gets louder and starts pumping out of the Police station speakers. The new Brick-Bots can't control themselves and burst into a frenzy of dancing. Before long, one by one, the Brick-Bots begin to loose their heads.

Static Models
The whole Island
Animated Models
Radio
Characters
Pepper
Brick-Bots (new and impervious)
Nick Brick

C To the Shuttle

Once Pepper has defeated the New Pizza Impervious Brick-Bots, he is told to go to the Space Port.

File #	Type	Location	Character	Animation	Line
	O.V.		Infomaniac		**"Excellent! Grand! Top Notch! You've done a Bang Up job…Out of this world…Hmm, which reminds me: Pepper, to the Space Port! "**
File #	Type	Location	Character	Animation	Line
	O.V.		Pepper		**"Space Port! Way cool!" "**

Pepper nods. Camera to third person and play continues.

Static Models
The whole Island
Animated Models
N/A
Characters
Pepper
Infomaniac

I Instructions to Shuttle Training (Centrifuge)

File #	Type	Location	Character	Animation	Line
	O.V.		TBD		**"TBD"**

I Instructions to Shuttle Training (Simulation)

File #	Type	Location	Character	Animation	Line
	O.V.		TBD		**"TBD"**

I Instructions to Shuttle Training (Landing)

File #	Type	Location	Character	Animation	Line
	O.V.		TBD		**"TBD"**

A Blast Off

Once pepper has completed his space training, he can launch into space!

File #	Type	Location	Character	Animation	Line
	O.V.		TBD		**"TBD"**

The camera sits close to the cock-pit of the shuttle, looking at an eager Pepper. Pepper waves to the camera. As the camera pulls back, the shuttle engines kick-in (SFX) and smoke fills the scene. The camera follows as the shuttle launches into space.

Static Models
Space Port
Animated Models
Shuttle
Characters
Pepper

C Asteroid Belt

When Pepper arrives in the outer atmosphere, he is greeted by asteroids. Pepper steers around a few asteroids. The camera returns to third person.
QUESTION: Talk from Mission Control over radio?

Static Models
N/A
Animated Models
Shuttle
Asteroids
Characters
Pepper

B Shot Down by OGEL

As Pepper reaches the end of the asteroid belt, he is shot down.
The camera pans to show Pepper's shuttle get hit by laser fire.
Pepper reaches for the ejector button and is launched above OGEL.

QUESTION: Talk from Mission Control over radio?

Static Models
OGEL
Animated Models
Shuttle
Asteroids
Characters
Pepper

B Landing on OGEL

When Pepper lands safely on OGEL, the camera pans down- following Pepper as he lands, to see the vile citizens of OGEL cueing up for pizza.
Pepper nods, as if he knows where he must head.
The camera moves to third person and play resumes with Pepper pointing in the direction of the Pizzeria.

Static Models
Parachute
OGEL Pizzeria
Animated Models
N/A
Characters
Pepper
OGEL citizens

I Pizzeria Introduction/Showing Evil Stuffing Cronies

File #	Type	Location	Character	Animation	Line
	O.V.		TBD		**"TBD"**

B Evil Stuffed Cronies

Once Pepper and the Infomaniac have fed enough pizza to the citizens of OGEL.

File #	Type	Location	Character	Animation	Line
	O.V.	OGEL	Infomaniac		**"Aw, look how cute! They are falling asleep."**

The camera cuts to show the citizens of OGEL falling asleep.
Room for some funny snoring gags

Static Models
OGEL Pizzeria
Brickster's Palace
Animated Models
Pizza
Characters
Pepper
Infomaniac
OGEL Citizens

C Introduction to the Brickster's Palace

Once Pepper has stuff Evil (OGEL?)so full that it falls asleep, Pepper can approach the Brickster's Palace.
Moving from the third person view, the camera slowly (dramatically) pans upwards showing the magnitude of the building. Once the top of the building is reached, the camera pans back down again to show the front doors.

With a loud squeak, the (BIG) front doors open.

Static models
Brickster's Palace
Animated Models
Front Doors
Characters
Pepper

I Instructions to the Brickster Game

File #	Type	Location	Character	Animation	Line
	O.V.		TBD		**"TBD"**

B Down fall of the Brickster

As the Brickster eats the final Super Hot pizza, he turns in desperation to look for a drink and sees the bucket of water that he left in the tower Prison, for Pepper (?)
Without thinking, he drops the page and runs for the bucket, dunking his head deep inside the cooling water. As he bounds past the door, it bounces off the wall and starts to shut behind him. When he lifts his head from the bucket, he turns to find out it's too late, as the door shuts with a thud!

File #	Type	Location	Character	Animation	Line
	O.V.		Brickster		**"Hey! Wait! I don't belong in here! Mistake! Open up! I'm the Brickster! Let me out! I'm innocent I tell ya! HAALP!"**

The Brickster is finished for good! Pepper reached down and picks up the page.

Static Models
Brickster's Palace
Animated Models
Find Page
Characters
Pepper
Brickster

A Return Home

Pepper uses the Brickster's Fish Bone Ship to take Mama and papa Brickolini back to LEGO Island. Take off from OGEL.

Any dialogue?

Static Models
OGEL
Animated Models
Brickster's Fish bone Ship
Characters
Pepper
Mama Brickolini
Papa Brickolini

A Everyone Reunited

Once pepper lands safely on 29-02-2001 LEGO Island, the three crewman are reunited with their friends. Land on LEGO Island!

Dialogue?

File #	Type	Location	Character	Animation	Line
	O.V.		TBD		**"TBD"**

Static Models
LEGO Island
Animated Models
Brickster's Fish bone Ship
Characters
Pepper
Mama Brickolini
Papa Brickolini
Infomaniac
Everyone

I Instructions for Singing Game

File #	Type	Location	Character	Animation	Line
	O.V.		TBD		**"TBD"**

A Final LEGO Island Flyby

Once Pepper has sung his final song, the camera pans out and does a final lap of the Island, before cutting to FMV.

File #	Type	Location	Character	Animation	Line
	O.V.		TBD		**"TBD"**

Static Models
LEGO Island
Animated Models
Brickster's Fish bone Ship
Characters
Pepper

THE END of the first pass script enhancement re-write
per Silicon Dreams Design document
as sent to Wes Jenkins.
Statements high lighted in yellow are questions, gaps, issues and confusions.